

# HEARTS OF IRON III - SEMPER FI -



- MANUAL -

# HEARTS OF IRON III

## SEMPER FI

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### VICTORY CONDITIONS

**B**efore you start a new game, you can now set specific Victory Conditions for your faction if you choose to play one of the three great faction leaders: the UK (Allies), Germany (Axis), or the USSR (Comintern). You must pick exactly 15 Victory Conditions from the list. When the game ends, the significance of your victory or loss depends on the number of Victory Conditions you have fulfilled, compared to the number fulfilled by the opposing two factions. The first faction to complete 12 Victory Conditions gets a notification that they have won the game.



Neutral countries and lesser faction members cannot select Victory Conditions for themselves, though it is possible to, for example, first choose Germany, pick Victory Conditions, and then choose to play the game as the lesser Axis member Japan. All members of a faction share the glory of the potential fulfilment of the faction's Victory Conditions. If you do not change anything, the game will start with the scripted default goals, which are the approximate historical goals.

At any point while playing the game, it is possible to check the current status of the Victory Conditions by clicking the button in the bottom right of the screen.

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When you resign, you will now be confronted with a new screen displaying the current status in the struggle between the three great ideologies.

### **SUPPLY AND THE ARCADE MODE**

In Semper Fi, it is possible to set up convoys between different ports in the same map area that contains your capital province, provided they are more than 10 provinces distant from the capital. For example, the Soviet Union can now set up a convoy between Leningrad and Vladivostok. Since supplies are "sucked" towards the units that need them, this can be useful if a province is very distant from the Capital (although the path the supplies travel from the receiving port of the convoy to the units that need them might take a short bend back towards the capital first, due to how the system works.)



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If you would prefer to avoid the headaches of logistics altogether, there is a new option in Semper Fi called "Arcade Mode". Before you start a new game, you can choose between Normal or Arcade Game Mode. In Arcade Mode, units draw fuel and supplies directly from the national stockpile, without penalties, regardless of their current location. Fuel and Supplies are not infused into the map provinces, the Logistics Map Mode is disabled, and supply convoys can no longer be set up (because there is no need for them.)

### UNITS UNDER AI CONTROL.

In Semper Fi, there are several new options concerning putting military HQs under AI control, as well as some changes to how the system works.



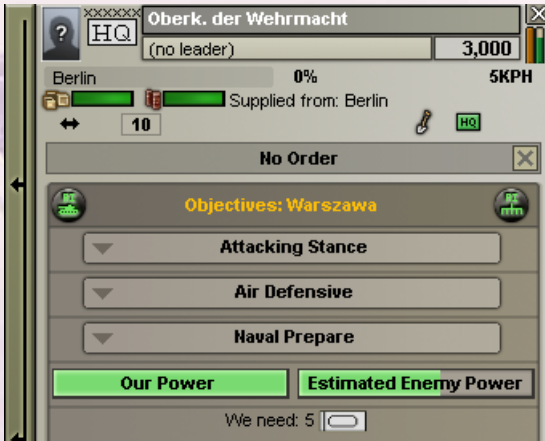
### STANCES

It is now possible to set separate Stances for the Air, Naval and Land forces under the control of the selected HQ. For example, you might want your armies to advance aggressively while at the same time having the fleets be passive. The Stances for Air and Naval units are Prepare, Defensive and Offensive. Prepare means the units will only be allowed to rebase. Defensive means they will patrol or put up an interceptor screen, but not bomb or go looking for enemy fleets.

There is also a new Stance for Armies called Withdraw Stance. While in this stance, divisions will gradually pull back from salients and attempt to shorten the front. It is a useful stance if you have strategic depth and face superior enemy forces, e.g. for the Soviets during Barbarossa.

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## AI UNIT REORGANIZATION

**W**hen you put an HQ under AI control, it will not touch your Command Hierarchy except to allocate divisions directly under a Theatre HQ to lower level HQs in the hierarchy. Unlike basic HoI3, in Semper Fi this includes Fleets and Air units; their composition and place in the hierarchy will not be touched. Instead, there is a new button in the Unit window called "Allow AI Unit Reorganization". This will allow the AI to organize the units under the HQ freely. At higher levels, especially Theatre HQs, this is highly recommended, since it will ensure that units are in range of their HQs (the AI will reassign out-of-range units to closer HQs if needed) and that you get a full chain of command (Theatre > Army Group > Army > Corps > Division.)



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### VISIBLE FRONTS

**S**electing units under AI control now shows the piece of front they are attempting to cover as a thick dotted black line along the border (in HoI3 it was shown with dots in the provinces along the border).



### AI AUTOMATION

**T**his system has not been essentially changed from HoI3, but it is important to understand that Theatres work a bit differently from all lower level HQs. Either way, players should consider allowing AI command hierarchy reorganization if units are getting out of radio range.

### THEATRES

Theatres have a set area of operations and are thus able to automatically garrison all valuable provinces within it. Moreover, a Theatre will protect all hostile borders in its area. However, if you intend to declare war on a neighbouring country, or expect that country to declare war, you need to inform the AI Theatre(s) that this border needs protection. This is done by placing at least one objective on the other side of the border, in their territory. Placing objectives in your own provinces is



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interpreted by the Theatre AI as a need to prioritize the garrisoning of that province, and should not normally be done along borders to prepare for hostilities. I.e, it will send garrison type divisions to defensive objectives.

### LOWER LEVEL HQS

Automated Army Groups and below know less about where they are supposed to operate, and need more micromanagement. The correct way of using them is to set objectives, or an axis of advance, on the other side of a border until you are happy with the piece of front it will try to cover (shown as a thick dotted black line). This needs to be rechecked as they advance, and new objectives set, etc. Lower level HQs will not garrison provinces unless specifically told to do so by placing defensive objectives. Again, placing garrison objectives along hostile borders is not recommended.

### DEFINEABLE THEATRES

In basic HoI3, Theatres were automatically generated and updated. In Semper Fi you can define the area of operations yourself. Select a Theatre HQ and click the "Edit Theatre" button (or hold down Alt Gr). The map mode changes to show which provinces belong to which Theatre in different colours. You can now add new provinces to the selected Theatre by drag-boxing on the map. Note that areas under the control of allies or puppets cannot be assigned this way; your Theatre with the longest border against that area will be responsible for assisting it.



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### COMMAND HIERARCHY BROWSER

In Semper Fi, you can easily browse your command hierarchy and make changes with the new Command Hierarchy Browser. It is accessed by clicking the long vertical button on the left side of the Unit window. You can freely drag-and-drop units within the browser, from the Unit window to the browser, or even the Outliner and the browser. You can do the same with leader portraits. Note that you can also move brigades, wings or ships from one unit to another, provided they are in the same province and the unit has room.

The hotkey for the Command Hierarchy Browser is 'O'.



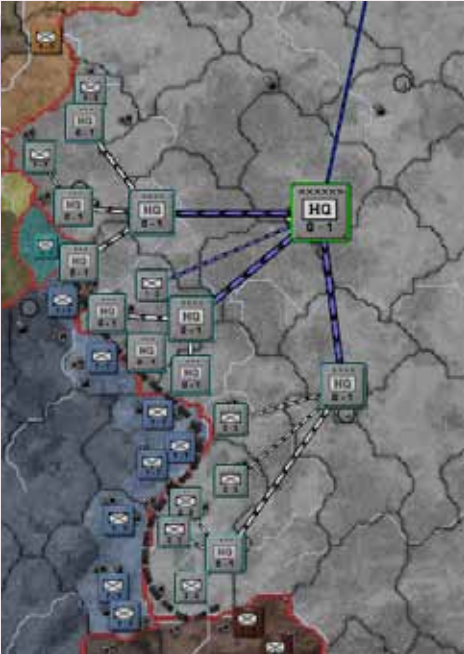
### VISIBLE COMMAND HIERARCHY

When selecting units on the map, when zoomed out you will immediately notice the coloured lines emanating from your HQs to their subordinate units. The colour and thickness indicate the level of the HQ. A green line connects the selected HQ to its superior HQ, thick blue lines connect the HQ to its subordinate HQs, light purple lines in from them to their subordinates in turn, then white lines from them in turn. If a unit is out of radio range of its HQ, this is indicated with a dotted red line.

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The lines can be toggled on or off with 'H'.



### ALLIED OBJECTIVES

In basic HoI3, the AI would often send troops to assist the player unasked, even handing over control of divisions as expeditionary forces. In Semper Fi, it will no longer do this. You have to ask for assistance first, by placing an Allied Objective in one of your provinces, or in an enemy province. The AI country will then attempt to send troops to the area. If it cannot trace a path through friendly provinces to your area, it will give them to you as expeditionary forces. Otherwise, it will still send troops to the area, but retain control over them. If you set an Allied Objective in an enemy area that does not border either your territory or that of your allies,

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the AI will attempt to invade it. Allied Objectives are broad stroke tools; the AI will not be overly concerned with the exact province you put it in, but the whole area. Do not expect the AI to attempt doomed invasions or drop all other plans to comply; it will give Allied Objectives a high priority, but that is all.



If an ally gives you an allied objective, an Alert icon will be shown, and the requested objective is listed in the Outliner. AI countries do not give objectives to their allies, but players can give them to other players in a multiplayer session. On the map, allied objectives you set for others have a silver border. Objectives given to you have a bronze border. If there are multiple objectives set in the same province, this is indicated with little crossed flags under the flag icon.

## AIR AND NAVAL MAP MODES

Two new map modes have been added in Semper Fi. The Air map mode shows air bases, AA defenses, recent bombings, air engagements and the area covered by your current Intercept and Air Superiority orders. The Naval map mode show naval bases, recent naval engagements and the area covered by your current Patrol, Convoy Raid and Convoy Escort orders.

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### STRATEGIC EFFECTS

**A** new feature in Semper Fi is something called "Strategic Effects", which are specific goals that the player can strive to achieve in order to gain a substantial benefit.

Strategic Effects typically represent control of certain geographical key points, but can also be things like unique weather conditions or total naval or air superiority in an ocean.



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### HISTORICAL BATTLE EVENTS

Something Semper Fi players will notice pretty soon is the addition of hundreds of historical battle events. Obviously, the main battles of World War 2 will never happen in quite the same way during any given game session, but sometimes a similar event occurs, which will fire one of the new flavour events. These tend to have little effect, but are intended to provide a kind of feedback and comparison to the real war, for added immersion.

### BRIGADE TYPE UPGRADES

In HoI3, once you have built an artillery brigade, you have an artillery brigade for the rest of the game. In Semper Fi, you have the option of upgrading the brigade to a more advanced type, e.g. self-propelled artillery, provided you have researched the necessary technologies. Be careful, because the brigade is taken off the map, removed from its division and placed back in the production queue. When the upgrade is finished, the upgraded brigade is automatically returned to its division.

Of course, it is not possible to upgrade a brigade that is overseas, or encircled. Likewise, brigades cannot be returned to divisions that no longer exist or are in illegal locations.



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### MISC

#### PRIDE OF THE FLEET

You can designate one of your Battleships or Battlecruisers the Pride of the Fleet. This ship is a propaganda vessel and gets a flat 10% bonus to experience. The downside is that if the ship is sunk, you take a dissent hit. If you try to designate a new Pride of the Fleet when you already have one, you also take a dissent hit depending on how obsolete the previous ship is.

#### NAVAL COMBAT

The old stacking penalty for fleets has been removed. Instead, fleets start taking a positioning penalty when the total hull size is greater than 12. This means they have a harder time hitting enemy ships, and also risk taking more damage themselves. There is also a new combat penalty to capital ships that do not have a proper screen of destroyers and light cruisers. Lastly, submarines and naval bombers can get a surprise damage bonus when they spot enemy ships and choose to engage.

#### TECH SHARING

It is now possible to share research with other countries by letting them use your theoretical level in a single specific field. Only fields that you are more advanced in can be shared and sharing will use one leadership point for each country you share with.

#### LAWS

To change a Law, you now need a month's worth of money.

#### ALIGNMENT

Aligning towards a country now works like influencing a country; it does not stop until you cancel it manually.

# HO13 - SEMPER FI DEVELOPER DIARIES

## SEMPER FI - DEVELOPMENT DIARY #1

Hi everybody, I'm Johan and I wanted to give you a first development diary.

The expansion team here at Paradox consists of Doomdark, Birken and Solsara, and they have been working hard at designing and creating quite a lot of features that I hope you will all like.

One of the complaints I've seen here on the forum is the lack of "historical flavor", so the first development diary here is focused on one of these aspects.

### ACHIEVEMENTS

Achievements are a kind of bonuses; if you, for example, have control over the Panama Channel, you will get a small increase in drift speed and global resources. However, these Achievements may also give you a disadvantage; if you have control over the Panama Channel and someone blockades the channel, you will gain a couple of bad modifiers which decrease the good ones. Having a Great Army increases your war exhaustion but gives you a boost in Leadership and Organisation Regain Rate. The Achievements might be both good and bad for your country, but you will have a chance to see what you'll need to get one of them and decide whether or not your country would benefit from them. Current effects are still placeholders, and subject to change during the beta



Of course, there are different achievements for each country, and you may gain, lose or regain them depending on what happens.

And yes, its opened by one of the buttons on the right.



# HOI3 - SEMPER FI

## DEVELOPER DIARIES

### SEMPER FI - DEVELOPMENT DIARY #2

Hello folks, your friendly “expansionist” is here to give you another development diary. Johan jump-started by talking about achievements last week, so let’s take a step back and consider our design goals for Semper Fi. As you know, HoI3 was our most ambitious project to date, and while most features turned out well, others left something to be desired. There are two main areas where the game still comes up short; the interface and the AI. Another common criticism is that the game does not feel historical. Now, we hear this frequently about all of our games - and I normally belong in the sandbox camp - but in this case I do agree: a wargame like HoI3 requires quite a different approach than a political grand strategy game spanning centuries, like EU3. In short, then, Semper Fi has three main design goals: better interface, smarter AI and more history.

Moving on from our general design goals, I’ll talk a little bit about some of the interface improvements we have made. A frustrating aspect of HoI3 is that players cannot manually define Theatres of Operation. In Semper Fi, the hated “Define Theatres” button is gone, and players are free to paint the map with a selected Theatre HQ, to upgrade Army Group HQs to Theatre HQs, and to disband existing Theatre HQs. Speaking of HQs, there is no longer a single stance to play with when you put an HQ under AI control, but separate levels of aggressiveness for Land, Air and Naval units under the HQ.

Another major improvement to the interface concerns the visibility of the command hierarchy. In Semper Fi, the command level of an HQ determines the size of the sprite on the map, so Theatre HQs are huge and single brigades tiny. When you select an HQ, lines stretch out to all units under its command, and from the lesser HQs to their units, etc. The lines are green if the unit is still within effective command distance, red if not. These changes make it easy to tell at a glance how your command hierarchy is set up

Bear in mind that these are alpha graphics. The final look might not be exactly the same. Well, that’s all for now. Next Week: Defensive AI!



# HOL3 - SEMPER FI

## DEVELOPER DIARIES

### SEMPER FI - DEVELOPMENT DIARY #3

It's Thursday and time to dole out another Dev Diary to the hungry masses. As promised, this one is about defensive AI behaviour. One of the main issues with the land military AI in HoI3 is its generally aggressive nature. It performs well enough when it has the initiative, but cannot handle dynamic retreats. In essence, it tries to defend everything, to the last man. This is especially visible during Barbarossa, where the Red Army will simply get wiped out and never stand a chance of turning the tables. We have taken several steps to fix this issue:

First, the AI is much better at detecting potential pockets along the front, and withdrawing from them if it does not have the overall front initiative. Take a look at the screenshot of Northern Finland/Kola for an example of this; the Red Army is withdrawing troops from a province that risks getting cut off.



Secondly, we have added a new stance called "Withdraw". This stance analyzes the front and pulls back from provinces if it will shorten the line. However, there are exceptions to the rule; it will attempt to dig in at river lines and fortified provinces. The stance is also useful for players who want to conserve their forces while slowly pulling back.



Thirdly, the AI will maintain a secondary line with reserve troops, about three provinces behind the front. Damaged forces will be rotated out when worn down enough, and fresh troops brought in if available. Additionally, the forces in the secondary line can quickly be thrown into breaches or key battles. The proportion of kept reserves depends on the AI stance. If blitzing, it will use fewer reserves than if it is defending.



Last but not least, the AI will now realize when a battle is lost before its troops actually shatter, and withdraw to the best neighbouring provinces.

The net effect is quite impressive. In fact, the beta testers are now clamouring for an initial organization penalty to Soviet forces, because Germany has a hard time pushing the Red Army back (much less cutting it to pieces) even with the full cooperation of the Axis minors.

Defensive AI is just one of the AI areas that has gotten new algorithms. I will talk more about the AI in later diaries, but next week's entry will be about the new and shiny OOB browser! Stay tuned.

# HOL3 - SEMPER FI DEVELOPER DIARIES

## SEMPER FI - DEVELOPMENT DIARY #4

Last week I talked about the AI, so it might be time to turn our attention to the interface. Organizing your military well and setting up a full and working chain of command can give you a real edge in Hol3. Unfortunately, the process involves quite a bit of tedious work since it is hard to get a good overview of the whole structure. Enter the new Order of Battle Browser. The browser can be accessed from the unit view of any selected unit by clicking the long vertical button on the left side. Units of any level can be drag-and-dropped between entries in the browser and the unit view; even individual brigades, ships and air wings, as long as their parent unit is currently in the same province. Basically, anyone who has ever used the Windows Explorer should be right at home with how the OOB Browser works. Together with the new on-map representation of the command hierarchy, in Semper Fi it is a breeze to keep track of your military organization.



No need to blather on about the OOB Browser - it really is pretty self-explanatory - so let's talk a bit about another new feature; setting allied objectives. For Hol3 patch 1.4, we did a lot to make sure that allies worked together in each other's territories, forming joint fronts. This has been further improved in Semper Fi with more intelligent cooperation (and less CPU overhead.) More importantly though, we have added a new interface for players where they can set objectives for their allies. In this screenshot, I've set an objective for Italy in a Soviet province.



In Hol3, allies would often give you expeditionary forces with no option to refuse. In Semper Fi, they will no longer do this, or send autonomous forces to your aid, unless you specifically request it by setting an allied objective. You can either set the objective in your own area, meaning the AI will send troops there to help out where they can, or in an enemy area. If you set it in an enemy area, the AI will reinforce any neighboring areas that you control, but if you don't control any neighboring areas it will try to invade. So, if, for example, you play the UK, you can direct the US AI to invade Taiwan. Now, the AI will not drop everything else in order to comply, but it will become a high priority. If you want to return AI expeditionary forces, you can do so after removing any objective you have set for them in the area (or neighboring enemy areas.) Setting allied objectives for a human player in a multiplayer game is less useful, though it will serve as a marker and reminder of where you want assistance.

I think that will do it for today. Next week; all things Naval...Naval AI improvements and combat system changes.

# HOI3 - SEMPER FI

## DEVELOPER DIARIES

### SEMPER FI - DEVELOPMENT DIARY #5

This week I'll talk a bit about what we are doing with naval warfare in Semper Fi. It is a pretty broad subject, but let's start with the Naval AI. In HoI3, the AI is not keen on invading multiple targets at once. Each theatre focuses on a single target, preferably the enemy homeland. Moreover, it does not stage troops as close to the target as possible. This worked reasonably well for D-Day type invasions, but not at all for the Pacific Theatre. In Semper Fi, the Invasion AI uses brand new algorithms designed to handle multiple targets at once, with proper staging. It will also prefer to invade enemy targets close to home first, which results in the island hopping we would expect in the Pacific. A related change concerns AI use of paratroops; previously they would only be used to support naval invasions, but now the AI will use paratroops to, for example, take vulnerable islands on their own, if judged prudent. As for naval warfare in general, the AI will maintain larger taskforces and be more aware of their movements at all times, whereas in HoI3 it tends to just give fleets orders and then let the order logic sort them out.



However, we have done more than just improve the AI. Naval combat has been rebalanced, mainly to address the issue with huge super fleets. Players are now ill advised to stack 10 battleships into a single fleet and sailing around swatting everything, all due to the reworked stacking penalty system. Fleets now get a positioning malus for every point of hull size above a certain limit, mitigated by commander skill. Unreasonably huge fleets suffer a crippling penalty, meaning their targeting becomes very poor, and they are also liable to take more damage. There will also be a malus for fleets that lack a proper screen of destroyers or light cruisers, making unescorted capital ships more vulnerable to subs and naval bombardment.



# HOI3 - SEMIPER FI

## DEVELOPER DIARIES

Now, as a little bonus, I can reveal that we are working on some changes to the supply system. Specifically, it will be possible to set up convoys between points in your home area, thus injecting supplies directly into distant ports, even if there is a land connection to your capital. The example convoy in the screenshot between Los Angeles and San Francisco is of course pointless, but you get the principle; say that Italy holds the entire Mediterranean coast down to Alexandria. In that case, a convoy between Taranto and Alexandria should be quite helpful. Same thing with a German convoy from Kiel to a conquered Archangelsk, etc.



That about sums it up for today. Next week: Battle Events and Triggered Modifiers.

# HOI3 - SEMPER FI DEVELOPER DIARIES

## SEMPER FI - DEVELOPMENT DIARY #6

In my first Semper Fi developer diary, I mentioned that getting the game to feel more historical is one of our main goals with the expansion. We want the players to feel like they are enacting World War II, not some abstract and fictional conflict. The main thing here is to stay as true to real events as possible while still allowing for plausible divergence. There are many factors involved; we have the events and decisions that can happen, such as the Spanish Civil War, the Anschluss, and the outbreak of WW2 itself. Of course, the behaviour of the AI also affects the plausibility of the war; especially at the diplomatic level, but also the type of operations the military AI decides to conduct. Then we have resource, manpower and production balancing issues. Lastly, and just as importantly, it is a question of immersion.

We have addressed all of these factors. The events and decisions have been looked over, with some removals, additions and changes. The diplomatic AI is essentially rewritten, with many custom behaviours for different countries. (Expect Lothos to post an example of this soon.) Likewise, the military AI should be much better at selecting plausible targets for invasion and at surviving where it previously could not (e.g. the USSR in Barbarossa.) We have also tweaked the resource balance in the world, and made sure that AI countries trade for what they need (new Trade AI).

Something Semper Fi players will notice pretty soon is the addition of hundreds of historical battle events. Obviously, the main battles of World War 2 will never happen in quite the same way during a game, but sometimes a similar event occurs, which will fire one of the new flavour events. These tend to have little effect, but are intended to provide a kind of feedback and comparison to the real war, for added immersion. In a similar vein, we have added something called "Strategic Effects", which are specific goals that the player can strive to achieve in order to gain a substantial benefit. Strategic Effects typically represent control of certain geographical key points, but can also be things like unique weather conditions or total naval or air superiority. (Players of EU3 will find Strategic Effects similar to the so called "Triggerred Modifiers", but more integrated and visible.)

There is not much more to say about this, you will just have to play the game. However, I can give you another little morsel: Brigade Upgrades. In Semper Fi, players are allowed to upgrade certain types of brigades to other types (usually a more advanced and expensive type.) For example, if you have a very experienced artillery brigade, you might want to upgrade it to a self-propelled artillery brigade. Well, now you can. The downside is that the brigade is taken from the field and moved to the production queue, though when



# HOI3 - SEMPER FI

## DEVELOPER DIARIES

the upgrade is complete it will automatically  
deploy back to the division it came from  
That's it for today. Next week: Victory  
Conditions!



# HOI3 - SEMPER FI DEVELOPER DIARIES

## SEMPER FI - DEVELOPMENT DIARY #7

It's time for another developer diary. It's short but tasty.

World War II can be seen as primarily being a struggle between three competing ideologies. In Hearts of Iron 3, this is what we model with the Axis, Allies and Comintern factions. Each seeks to establish a New World Order, though exactly what this takes is unclear. In other words, when and how do you "win"? Obviously, the complete destruction of the opposing two factions is a win, but this is an unlikely outcome within the game's timeframe. Now, traditionally, we have not been too concerned with Victory Conditions in our games, preferring instead to let players decide their own goals in typical sandbox fashion. However, wouldn't it be neat if we built this into the system, and let player set Victory Conditions actually affect the gameplay? We think it would, so that's what we have done in Semper Fi.

Before you start the game, if you choose to play one of the three great faction leaders (Germany, UK, USSR), you may select which Victory Conditions your faction has. You need to select 15 conditions; these should then guide your strategy during the game, because the significance of your potential victory will depend on how many you have fulfilled. With the right set of conditions and a wise strategy, it might be possible to institute a New World Order without having destroyed the other two factions. Neutral nations cannot set Victory Conditions since they are not involved with the War of Ideologies. So how does all of this affect gameplay, apart from players actually being able to win the game in a clear way? Well, the Strategic AI will be aware of its faction victory conditions, in much the same way that it handles Missions in EU3 (since In Nomine.) In other words, both multi-player and single-player sessions should develop differently depending on the set Victory Conditions. How does this jive with our desire for more historicity? Well, the default Victory Condition choices are the most historical ones, so you only have yourself to blame if you change them!

I believe that will have to do for today. Until next time!





# HOI3 - SEMPER FI DEVELOPER DIARIES

## SEMPER FI - DEVELOPMENT DIARY #8

The time has come to wrap up these developer diaries and, indeed, Semper Fi. With our graphical improvements to Command Hierarchies, it is now easy to get an overview of what an automated HQ is doing and which piece of front it covers. However, the same cannot quite be said for the Navy and the Airforce. Therefore, we have added two new map modes for Air and Navy operations. The Air map mode shows your air cover in a shade of light blue. These are the provinces protected by air units with Intercept or Air Superiority orders. The only visible icons are air bases, AA and the sites of recent air battles and bombings. The battle icons have a tooltip saying how many engagements have occurred in the last week. The Naval map mode is similar, showing naval bases, recent naval engagements, and the sea zones covered by your current Patrol, Convoy Raid and Convoy Escort orders.



On a totally unrelated note, we have done some changes to how the AI treats your Command Hierarchy when you place an HQ under AI control. Previously, the AI would not touch your hierarchy, with some exceptions; it would reorganize fleets and air units freely, and it was free to re-allocate divisions directly under a Theatre HQ to lower level HQs. In Semper Fi, the AI will not touch the hierarchy at all, but you can toggle AI reorganization on with a button. This makes it safer to temporarily automate a unit and not have the AI mess with it. On the other hand, it is recommended to toggle AI reorganization on if you want it run a whole theatre or army group more or less permanently. For one, the AI will ensure an optimal chain of command (Theatre > Army Group > Army > Corps > Division) for full bonuses. Also, the AI solves a lot of radio range issues by having units switch HQ.

Another little tidbit you have probably heard about already is the so called "Arcade Mode". This is intended for people who would like to avoid the headaches of supply and logistics altogether. Before you start a new game, you can now choose between Normal or Arcade Game Mode. In Arcade Mode, units draw fuel and supplies directly from the national stockpile, without penalties, regardless of their current location. Fuel and Supplies are not infused into the map provinces, the Logistics Map Mode is disabled, and supply convoys can no longer be set up (because there is no need for them.)

That's it for this expansion! If you want to know more, you'll have to buy the game and I hope you'll all give it a chance. Until next time amigos.



# HEARTS OF IRON III

## SEMPER FI

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